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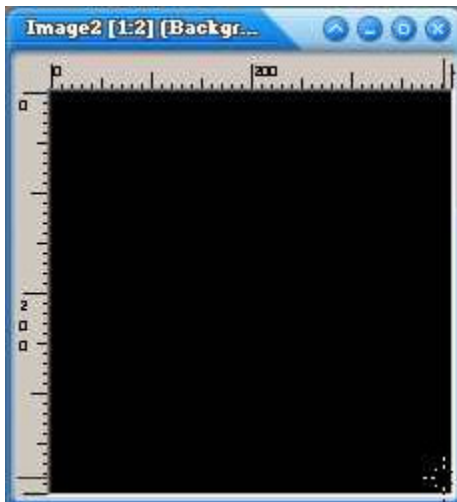
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Creating Metal Interfaces




Want to know how to make those cool metal interfaces you see everywhere? Now you can, with this universal to simply apply a metal texture to any shape with this Paint Shop Pro (PSP) tutorial. This tutorial was written for Paint Shop Pro (PSP), but can probably be used for other versions as well.

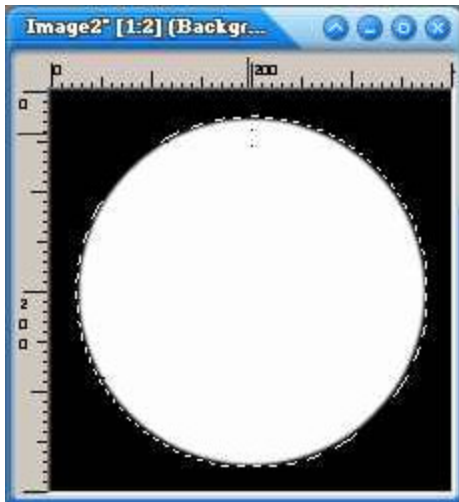
1



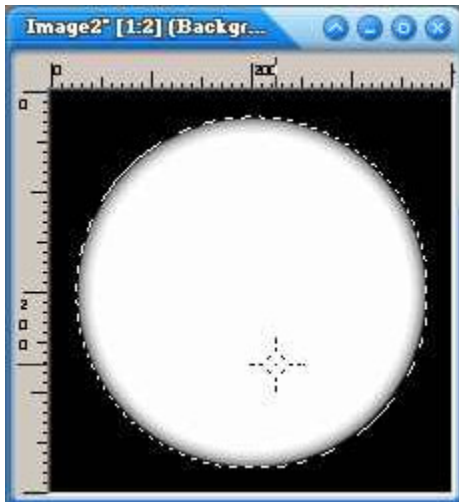
Create a new image , 400x400 with a black background. It can be any size, but I used this for the example.


2

Now either create or load the selection you would like to add the metal texture to. Go to Selections | Modify | Feather and enter 1- depending on the size of the image. I used 3. Now select the flood fill tool  and fill the selection with white.





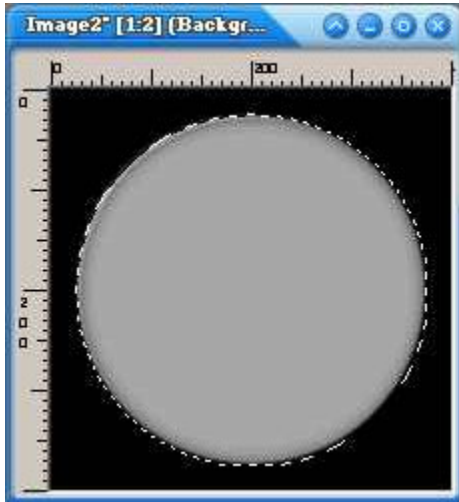
3



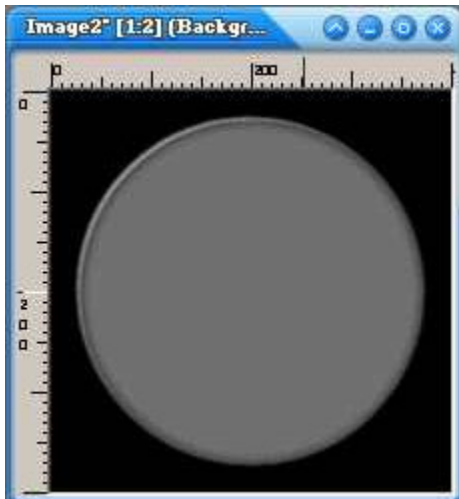
With the selection still active, we need to add a gaussian blur. Go to **Effects | Blur | Gaussian Blur** , and enter anything between 5 and 20, depending on the size of the image and the amount of a bevel you want. I used 7. When you are done it should look like this.


4

Now we need to add an outer bevel to make it look like metal. Go to **Effects | 3d Effects | Outer Bevel** , and enter **these** settings. Depending on how big it is, we may need to soften it. Go to **Effects | Blur | Soften** .



5



Last, we can change the tone of the metal if you want to. To do so, go to Colors | Adjust | Brightness and Contrast . Now experiment until you get the color you want. I used -50 brightness and 0 contrast to make it darker. And you are done! Use this tutorial for anything you want to look like metal. If you have any questions or comments, feel free to [contact me](#).

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